

# MR. DRILLER



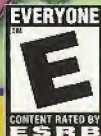
Namco HomeTek Inc., 2055 Junction Ave., San Jose, CA 95131  
[www.namco.com](http://www.namco.com)

MR. DRILLER® & © 1999 Namco Ltd. All rights reserved. Sega is registered in the US Patent and Trademark Office. Sega Dreamcast, the Dreamcast Swirl, are trademarks of SEGA. Sega of America, P.O. Box 2638, San Francisco, CA 94120. All Rights Reserved. Programmed in Japan. Made and printed in the USA. WARNING: Operates only with NTSC televisions and Sega Dreamcast systems purchased in North and South America (except Argentina, Paraguay and Uruguay). Will not operate with any other televisions or Sega Dreamcast systems. Product covered under one or more of the following U.S. Patents: 5,460,374; 5,525,770; 5,627,895; 5,668,172; 4,842,408; 4,654,594; 4,402,978; Re. 35,830; Japanese Patent No.2870538, (Patents pending in U.S. and other countries); Canada Patent No. 1,183,276. The ratings icon is a trademark of the Interactive Digital Software Association.

SEGA®

SEGA®

namco®



T-1402N

## WARNINGS Read Before Using Your Sega Dreamcast™ Video Game System

### CAUTION

Anyone who uses the Sega Dreamcast™ should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast™ before the minor uses it.

### HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast™.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, **IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.**

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast™:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

### OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast™ GD-ROM disc is intended for use exclusively on the Sega Dreamcast™ video game system. Do not use this disc in anything other than a Sega Dreamcast™ console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

### PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

### SEGA DREAMCAST™ VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast™ video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast™ video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.



# TABLE OF CONTENTS

<b>Mr. Driller</b> .....	<b>2</b>
<b>Saving and Loading Game Data</b> .....	<b>3</b>
<b>Getting Started</b> .....	<b>4</b>
<b>Controls</b> .....	<b>5</b>
<b>Playing the Game</b> .....	<b>7</b>
<b>Arcade Mode</b> .....	<b>8</b>
<b>Survival Mode</b> .....	<b>15</b>
<b>Time Attack Mode</b> .....	<b>16</b>
<b>Records</b> .....	<b>18</b>
<b>Options</b> .....	<b>19</b>
<b>Game Tips</b> .....	<b>21</b>



## MR. DRILLER

Welcome to **Downtown**, a city like any other. At least it was, until a very strange thing happened. From somewhere deep down below, big blocks started popping out of the ground right into the middle of the city.

Soon the whole place was buried in big bright blocks. No one could walk anywhere because blocks...well, *blocked* the way. The townspeople got together and tried to hammer out a solution. Something or somebody deep underground was at the bottom of this mystery. They needed a professional rock buster to drill below Downtown and Mr. Driller was the perfect choice.

If he drilled deep down through the blocks, maybe he would uncover the mystery! Mr. Driller is always ready for some drilling action, so he jumped at the chance for a little adventure. As he prepared to drill toward the earth's core, he knew that this was a dangerous journey. With only small pockets of breathable air underground, and falling blocks that could squish him, the dangers were aplenty. Mr. Driller readies himself to tap into his inner powers and save Downtown. Is he worried? Not one bit!

## SAVING AND LOADING GAME DATA



Use the Visual Memory Unit (sold separately) to Save and Load data for this game. To Save or Load, insert a Visual Memory Unit (VMU) into the Sega Dreamcast Controller Expansion Slot 1 before powering up the console.

### Save

Insert a VMU and start up the console. The VMU Select Screen will appear. Choose the VMU to be used. The data will be automatically saved.

12 free blocks in the VMU are necessary for Saves so be sure to check the amount of open space in the VMU.

### Load

Power up the console after inserting the VMU. The VMU Select Screen will appear. Select a VMU with Mr. Driller game data saved on it to load the data and continue playing the game.

\*A VMU is necessary for saving files.

\*Do not power down the console or remove the VMU or other peripheral units, such as the controller, while saving.

# GETTING STARTED



After viewing the opening story, press the START Button to display the Title Screen. Press the START Button again and the Mode Select Screen appears. Press Left/Right on the Directional Buttons to choose a mode, then press the **A** Button.

## Mode Select

There are 5 Modes to choose from: Arcade, Survival, Time Attack, High Scores and Options. Select one using the Directional Buttons, then press the **A** Button.

### Arcade

Save Downtown! Drill your way to 2500 ft (Easy) or 5000 ft (Hard) to uncover the secret of the blocks. Use the Options Menu to adjust various settings (see page 8).

### Survival

Mr. Driller has one chance to auger down as deep as he can until he runs out of air or gets squashed. This mode features Normal, Hard and Expert levels (see page 15).

### Time Attack

Race against the clock on 10 different courses, each with its own time limit and level of difficulty (see page 16).

### High Scores

Check out the high score rankings for Arcade, Survival and Time Attack modes (see page 18).

### Options

Change the game settings, save your changes to a VMU, or load previously saved data (see page 19).



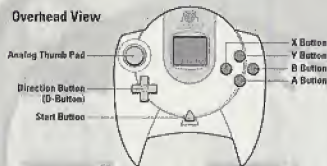
# CONTROLS



This game can be played with either the Sega Dreamcast Controller or the Sega Dreamcast Arcade Stick.

## SEGA DREAMCAST CONTROLLER

### Overhead View



### Forward View



## Controller

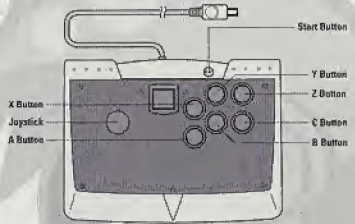
Start/Pause Game	.....	.START Button
Move Mr. Driller/Select Menu Items	.....	.DIRECTIONAL BUTTONS
Confirm menu selections	.....	. <b>A</b> Button
Cancel menu selections	.....	. <b>B</b> Button
Drill to break a block	.....	. <b>X</b> , <b>Y</b> , <b>A</b> , or <b>B</b> Button
Not used	.....	.L/R Trigger

Note: Do not touch the Analog Thumb Pad or the L/R Trigger while powering up the console. Doing so may cause calibration misses which will in turn cause problems.



# CONTROLS

SEGA DREAMCAST ARCADE STICK



## Arcade Stick

Start/Pause Game	.....	.START Button
Move Mr. Driller/Select Menu Items	.....	.JOYSTICK
Confirm menu selections	.....	.A Button
Cancel menu selections	.....	.B Button
Drill to break a block	.....	.C, X, Y, or Z Button

## JUMP PACK

If you plan to play with a Jump Pack, be sure to insert it into Controller Expansion Slot 2. Inserting a Jump Pack into Expansion Slot 1 will cause it to malfunction.



# PLAYING THE GAME

Mr. Driller wields a jackhammer to break blocks and descend deep underground. He can drill blocks in any direction (up, down, left or right) and move left, right or down. He can also move up one block to the left or right if there is room to stand on a block. Mr. Driller starts the Arcade Mode with three (default) lives and when he loses all three, it's Game Over. In Time Attack and Survival Modes, he has only one life.

## Blocks

- When Mr. Driller breaks blocks (X, Y, A, or B Button) they disappear.
- Blocks of the same color form groups which disappear when Mr. Driller breaks any one of them.
- Unsupported blocks fall. Blocks will stop falling when they meet another SUPPORTED block of the same color.
- Falling blocks that meet and connect to the same color blocks to make groups of four or more will disappear without being drilled.
- Brown X-blocks require five strikes before they break.
- If ANY block falls on Mr. Driller, he gets squashed and loses one life.
- Breaking blocks can sometimes cause a chain reaction. Blocks disappear in all directions causing the ones above them to fall. LOOK OUT!



For more on blocks see Game Tips on page 21.

# ARCADE MODE



1. From the Mode Select Screen, select ARCADE and press the **A** Button.
2. Press Left/Right on the Directional Buttons to choose either the 2500 ft or 5000 ft game and press the **A** Button to start.

To win, Mr. Driller must reach the goal at 2500 ft or 5000 ft depending on which Arcade Mode you select.

## The Game Screen

### Lives

Each time Mr. Driller gets squashed or runs out of air, he loses one life. Set the number of lives for Arcade Mode (from one to five) in the Options Menu.

### Depth

Displays how far Mr. Driller has traveled.

### Score

Displays current score. Even if Mr. Driller loses a life, he does not lose any points.

### Air

Displays how much air Mr. Driller has. When the meter reaches 0%, he loses one life.

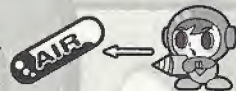
### Level

Every time Mr. Driller descends 500 ft, he clears one level (see page 11).



## Air Capsules

- There is little air underground so Mr. Driller must find air capsules in order to breathe. To use an air capsule, just walk right into it.
- Mr. Driller starts each life with an air meter at 100%. A counter on the right of the game screen counts down as his air supply is used up.
- Each air capsule restores 20% of Mr. Driller's air supply, but breaking an X-block consumes 20% of his air.
- When the air meter drops below 30% a skull and crossbones appears above Mr. Driller, and a warning alarm starts along with a countdown. As soon as his supply of air exceeds 30% the skull and crossbones disappear. If the counter reaches 0% Mr. Driller loses a life.





### Scoring

- Earn 10 points for every block that Mr. Driller breaks.
- Stick the blocks together into groups of four with strategic drilling. When they disappear, you'll earn 30 points per block (a minimum of 120 points for 4 blocks).
- Earn 100 points for the first air capsule. Each air capsule after that earns 100 points more than the previous one: 200, 300, 400 and so on.
- Find Undergrounders. These strange beings are hidden in the blocks. Every time a group of X-blocks disappears, you earn hidden points. Accumulate 30 of these blocks, then an Undergrounder worth 765 points will appear behind a normal block.
- Driller Bonus - Get bonus points if Mr. Driller reaches his goal with lives to spare: 30,000 points per unused life.
- Time Bonus - Reach the goal in record time and gain bonus points. Every second you are under the regulation time for each level is credited as bonus points.

Other bonuses such as the High Score Bonus are around so be sure to challenge yourself!

### Levels

As Mr. Driller digs deeper, he will encounter a level block every 500 ft. Breaking this level block will clear the level and proceed to the next stage.

Every time a level is cleared, the air consumption rate and the speed with which the blocks fall will increase.

### Winning the Arcade Mode

If Mr. Driller wins the 2500 ft game, he will receive a congratulatory message, but to really find out what happens to Mr. Driller, you have to win the 5000 ft game.



### Pause Screen

To pause the game in any mode, press the START Button. From the Pause Menu, press Up/Down on the Directional Buttons to select an option and press the A Button.

#### Cancel

Resume gameplay from where you paused.

#### Retry

Restart gameplay from the beginning.

#### Exit

Return to the Mode Select Screen.





When Mr. Driller loses all his lives, it's Game Over and the Result Screen appears.

**Progress Gauge**

Mr. Driller's face appears on the arrow which gauges how far down he got, and his expression changes depending on his performance.

- Crying face ..... 0-999 ft.
- Angry face ..... 1000-1999 ft.
- Sweating face ..... 2000-2999 ft.
- Happy face ..... 3000-3999 ft.
- Winking face ..... 4000-4999 ft.



**Depth**

The depth Mr. Driller reached before running out of lives.

**Score**

Total points earned.

**Time**

Total gameplay time.

**Miss**

The number of lives Mr. Driller lost.

**NAMCO REGISTRATION CARD**

First Name																			
Last Name																			
Address																			
City															State				
[ ] [ ] [ ]			[ ] [ ] [ ]			[ ] [ ] [ ]			1 Male		[ ] [ ] [ ]								
[ ] [ ] [ ]			[ ] [ ] [ ]			[ ] [ ] [ ]			2 Female		[ ] [ ] [ ]								
Telephone Number																			
Date of Birth																			
Date of Purchase																			

Game Purchased: **Mr. Driller™** (T-1402N)

- How did you find out about this game?
  - 1 Friend or relative   2 At a store   3 Television   4 Rented
  - 5 Sample Disc   6 Magazine Review/Article (Specify) \_\_\_\_\_
  - 7 Magazine Advertisement (Specify) \_\_\_\_\_
- Why did you buy this title?
  - 1 Gift for child   2 Yourself   3 Gift for adult   4 Received it as a
- What other types of video game hardware or computers do you own or plan to own?
  - 1 Nintendo® 64   2 Sega Dreamcast™   3 PlayStation® game console
  - 4 PlayStation®2 computer entertainment system   5 PC/Mac
- Rank the type of games you prefer from "1-6", with "1" being the best, and "6" the least.
  - 1 Action /Adventure   2 Sports   3 Fighting   4 RPG   5 Strategy





RD

When M

Progr

Mr. Dri  
he got,

Cryi

Ang

Swe

Hap

Wink

Zip

Depth

The de

Score

Total p

Time

Total g

Miss

The nu

[4] Game Boy®/Game Boy® Color

[7] Other (Specify) \_\_\_\_\_

imulation [6] Puzzle \_\_\_\_\_

# SOFTWARE REGISTRATION CARD

**namco**



## Name Entry Screen

If your final score ranks among the Top 10 for the Arcade, Survival or Time Attack Modes, you can list yourself in the game rankings.

To see if you made the grade, press the START or **A** Button during the Result Screen. If you are in the top 10, the Name Entry Screen appears and your ranking is displayed at the top.

To enter your name:

1. Use the Directional Buttons to select a character. Press the **A** Button to enter it. Repeat the process for each character you want to enter.
2. To correct a character, press the **B** Button or select the "←" and press the **A** Button to erase the character. Now enter a new character.
3. When you are done place the cursor on DONE and press the **A** Button.





### Game Over Screen

The Game Over screen follows the Name Entry or the Result Screen. Press the Directional Buttons Up/Down to select an option and press the **A** Button.

#### Retry

Start the game from the beginning.

#### Change Course

This option appears in Time Attack Mode only. Select it if you want to try a different Time Attack course.

#### Save

Save your game settings and ranking data (see Saving and Loading Game Data on page 3).

#### Save & Exit

Return to the Mode Select Screen.



# SURVIVAL MODE



In Survival Mode Mr. Driller only has one life. Otherwise the rules are the same as for Arcade Mode. To play this mode:

1. Select Survival on the Mode Select Screen and press the **A** Button.
2. Select a difficulty level: Normal, Hard or Expert and press the **A** Button. The starting depth depends on which level is chosen.
  - Normal . . . . . Start at the surface.
  - Hard . . . . . Start at 5000 ft.
  - Expert . . . . . Start at 10,000 ft.

### Replay

Replay gives you a chance to review your performance. When Mr. Driller loses a life (or if he wins), the Replay Screen appears and a replay of the round begins.

- To pause the replay, press the **A** Button.
- To slow the replay, press the **X** Button.
- To scroll the screen, use the Directional Buttons.
- To hide the replay control directions, press the **Y** Button.
- To end the Replay and open the Result Screen, press the **START** Button.

### Survival Results Screen

The gauge on the left displays Mr. Driller's progress in percentages of the total depth. Press the **A** or the **START** Button to move to the Name Entry or Game Over Screen depending on your performance.



# TIME ATTACK MODE



Time Attack is a race against the clock where you don't have to worry about running out of air. Instead of air capsules, you grab clocks throughout the course to reduce your time.

To play Time Attack:

1. Select Time Attack on the Mode Select Screen and press the **A** Button.
2. Press Left/Right on the Directional Buttons to select a course and press the **A** Button to start the game. The following 4 courses are available to begin with. Break their record times to open up new courses.

## Time Attack Courses

- A Course . . . . . Subway Course
- B Course . . . . . Classic Course
- C Course . . . . . Armory Course
- D Course . . . . . Egypt Course



## Time Attack Rules

- You are racing against the record time.
- Pick up clocks rather than air capsules and the time displayed on it is subtracted from your elapsed time. There are clocks everywhere, but you must grab them without getting squashed.
- Breaking an X-block will cost you an additional 5 seconds.
- There are a total of 10 different courses.
- In Time Attack you only have one life. Get squashed and the game is over.
- From the Result Screen, press START and the Game Over Screen appears. You can retry the previous course or choose another.



## Time Attack Result Screen

The Result Screen appears if Mr. Driller is retired during the game or if he breaks the course time record.

## Name Entry Screen

If a new record time is achieved the Name Entry Screen appears (see page 13 for details).

# RECORDS



The top 10 rankings of each mode can be viewed here. Choose a mode with the Directional Buttons then press the **A** Button to enter that menu. Press either the **A** Button or the **B** Button to return to the Mode Select Screen.



## Arcade Mode

Press the Directional Buttons Up/Down to toggle between TODAY'S RANKING and TOTAL RANKING.

Press the Directional Buttons Left/Right to toggle between 2500 ft and 5000 ft Arcade Mode rankings.

## Survival Mode

Press the Directional Buttons Left/Right to view rankings for Normal, Hard and Expert.

## Time Attack

Press the Directional Buttons Left/Right to view rankings for the various courses.

# OPTIONS



Press Up/Down on the Directional Buttons to select an option. Press the **A** Button to open a selection. Press the Directional Buttons Left/Right to change a setting and press the **B** Button to return to the previous screen.



## Arcade Settings

### Arcade Difficulty

Select Easy, Normal, Hard or Expert for the 2500 ft and 5000 ft games. Try out the Easy 2500 ft game for starters.

### Number of Lives

Choose from one to five lives. This setting is valid for both the 2500 ft and 5000 ft Arcade Modes.

## Sound Settings

### Sound

Listen to the tunes from MR. DRILLER. Place the cursor on [SOUND] and make a selection.

### Output

Change the setting to/from MONO and STEREO.



### Save and Load

Save and Load MR. DRILLER game data using a VMU. Save and Load new courses that are opened up after playing Time Attack, so that you can continue playing the new courses rather than having to start over.

### Vibration

Press the **A** Button to turn the Jump Pack's vibration function ON/OFF.

### Screen Adjust

Press the Directional Buttons to adjust the screen position, then press START to confirm the changes. Press **B** to cancel, or press the **V** Button to revert back to the default settings.

## GAME TIPS



- Rule #1 is to watch out for falling blocks! The deeper you dig, the faster the blocks will fall.
- Look out for chain reactions. If many blocks are disappearing around Mr. Driller, many others may be falling from above.
- Find cover when everything seems to be falling. Hide under supported block overhangs until things cool down.
- Blocks quiver just before they fall. Run away from under quivering blocks before they fall. You can save yourself if you drill a quivering block right above you before it falls. Once it drops, Mr. Driller is a pancake.
- Always try for air capsules. Even if you have plenty of air, capsules are worth big game points.
- Sometimes air capsules or clocks are trapped by blocks. Try to remove the supporting blocks so that they will fall, stick to other blocks and disappear. This way, trapped air capsules and clocks will be freed and easier to pick up.

# NOTES



# NOTES





# NOTES



## CREDITS

Published by: Namco Hometek Inc.  
Designed and Developed by: Namco Ltd.  
Producer (US): Yas Noguchi  
Assistant Producers (US): Noriko Wada  
Paul Guirao  
Director of Marketing: Mike Fischer

Testers: Raymund Chung  
Ryan Chennault  
Hall Nguy  
Mark Sau  
Karl Chen  
Eric Coker  
Scott Hill  
Jared Jackson  
James Guirao

Lead Analyst: Ed Chennault

Special Thanks: Yoshi Homma  
Jesse Taylor  
Yoshi Niki  
Joey Headen

## LIMITED WARRANTY

Namco Hometek Inc. warrants to the original purchaser that this Namco Hometek Inc. game disk shall be free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day limited warranty period, Namco Hometek Inc. will repair or replace the defective game disk or component part, at its option, free of charge.

This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other cause not related to defective material or workmanship.

## LIMITATIONS ON WARRANTY

Any applicable implied warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety (90) days from the date of purchase and are subject to the conditions set forth herein. In no event shall Namco Hometek Inc. be liable for consequential or incidental damages resulting from the possession or use of this product.

The provisions of the limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This limited warranty provides you with specific legal rights. You may have other rights which vary from state to state.

## ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

Sega is registered in the US Patent and Trademark Office. Sega Dreamcast, the Dreamcast Splat, and trademarks of SEGA, Sega of America, P.O. Box 7639, San Francisco, CA 94120. All Rights Reserved. Programmed in Japan. Made and printed in the USA. WARNINGS: Operates only with NTSC televisions and Sega Dreamcast systems purchased in North and South America (except Argentina, Portugal and Uruguay). Will not operate with any other televisions or Sega Dreamcast systems. Product covered under one or more of the following U.S. Patents: 5,460,374; 5,525,770; 5,627,895; 5,668,173; 4,442,486; 4,454,554; 4,462,076; Re. 35,839. Japanese Patent No.2870538, (Patents pending in U.S. and other countries); Canada Patent No. 1,163,276. The ratings icon is a trademark of the Interactive Digital Software Association.